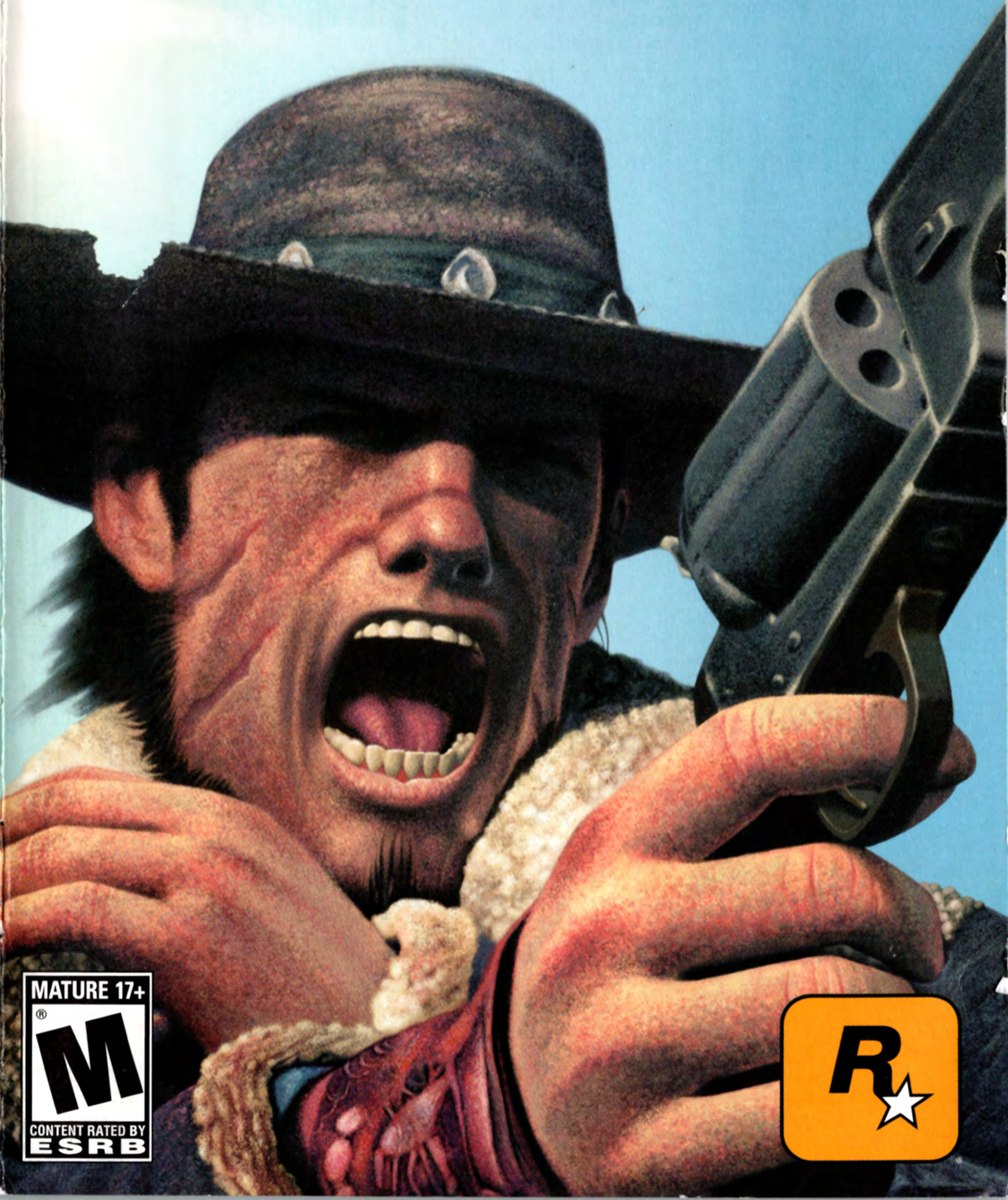
RED DEAD REVOLVER



MATURE 17+

M

CONTENT RATED BY ESRB

RED • DEAD REVOLVER

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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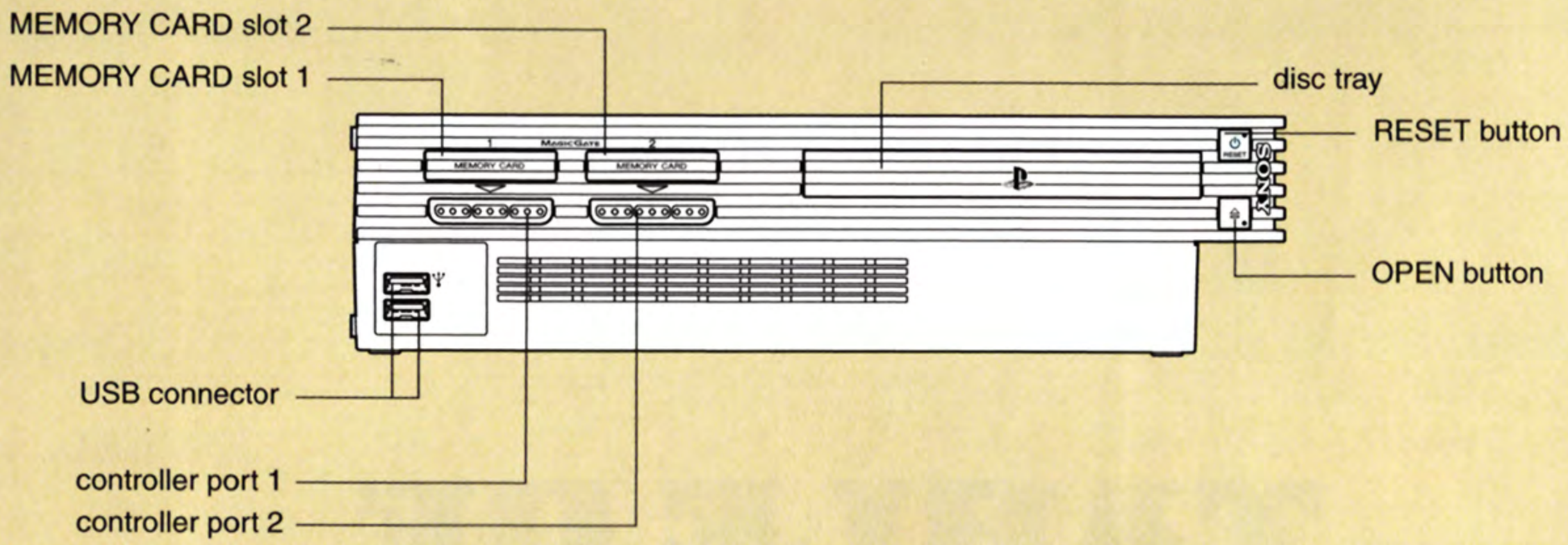
GETTING STARTED

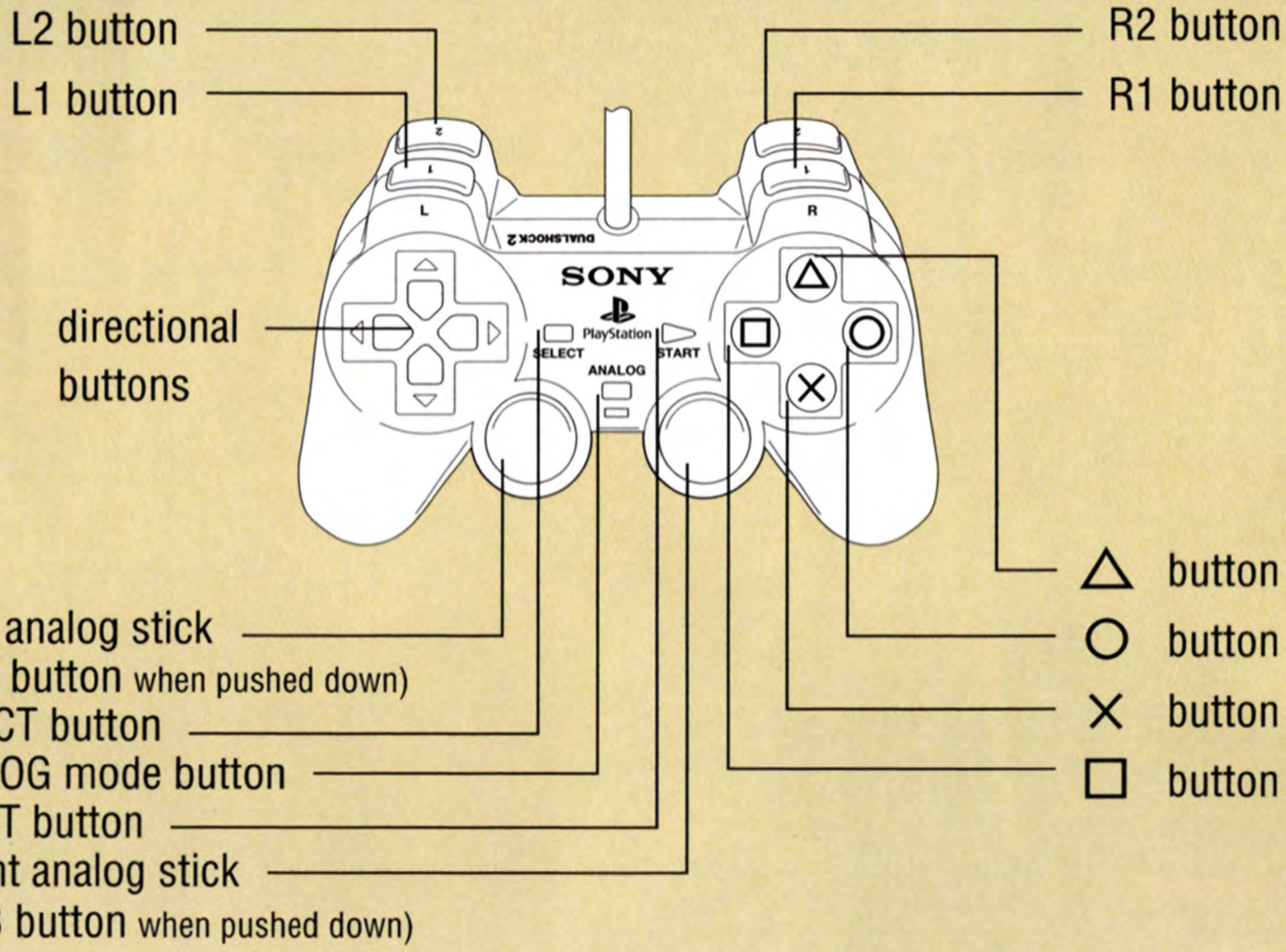


Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open.

Place the RED DEAD REVOLVER disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB) (FOR PLAYSTATION®2) To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. Please keep your memory card inserted in slot one on boot up. Red Dead Revolver loads all your game data at this time

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

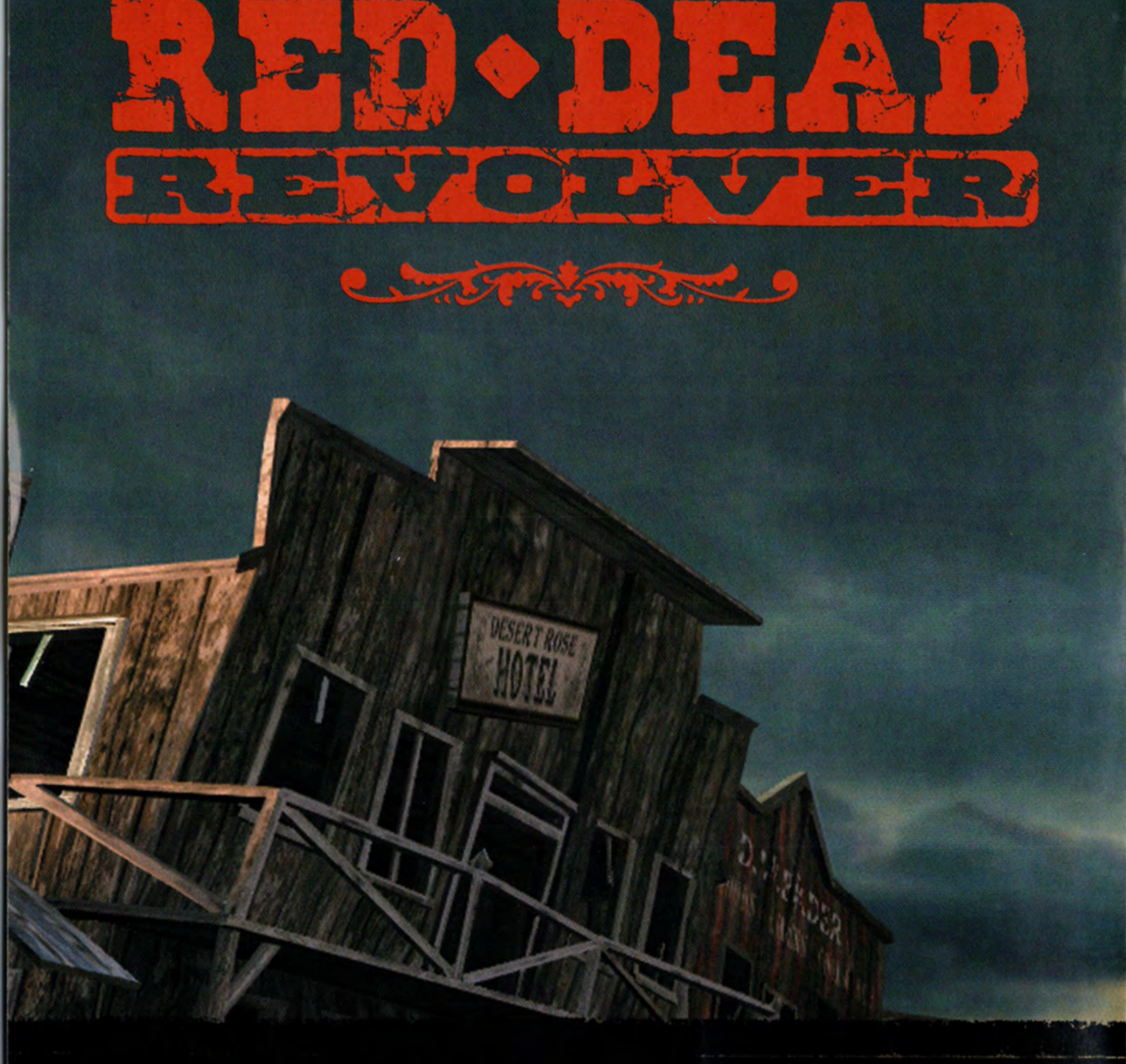


CONTROLS	ACTION
×	JUMP / ACCEPT
□	GRAB AND STRIKE ENEMY / ATTACH TO MOUNTED WEAPONS
△	RELOAD WEAPON
○	PUNCH
LEFT ANALOG STICK	MOVE CHARACTER
L1 BUTTON	DRAW WEAPON
L2 BUTTON	SWITCH WEAPONS
L1 HELD DOWN + R1	FIRE WEAPON
TAP R1 TO TARGET + FIRE	FIRING IN A DUEL
L1 HELD DOWN + R2	DEAD EYE
L3 BUTTON	CROUCH / DUCK
RIGHT ANALOG STICK	CAMERA, TARGETING
R1 BUTTON	KICK
R3 BUTTON	ZOOM IN /ZOOM OUT
L1 HELD DOWN + ×	ROLL
L1 HELD DOWN + ○	MELEE ATTACK
START	PAUSE/MENU

ROCKSTAR PRESENTS

a Rockstar San Diego Production

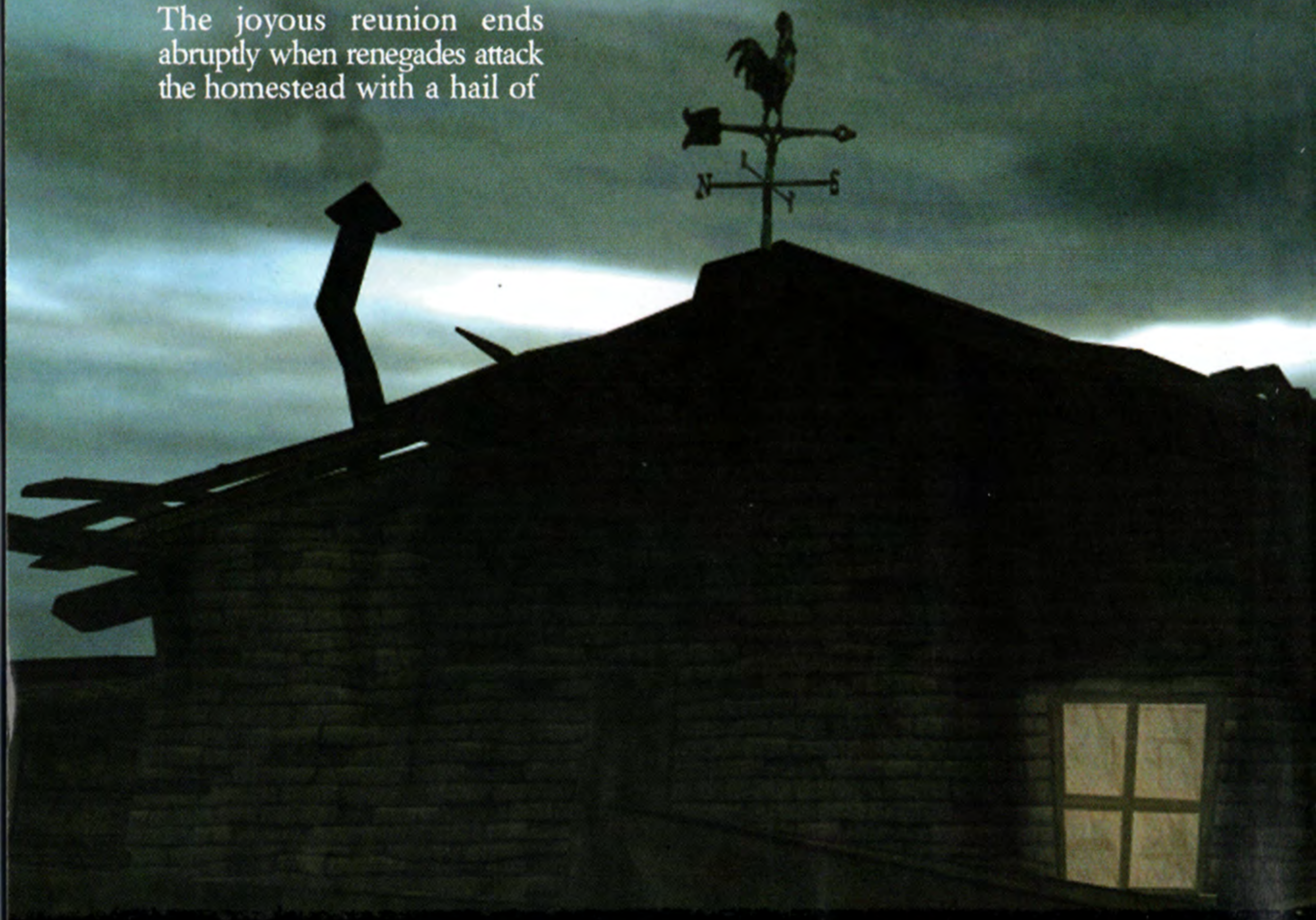
RED DEAD REVOLVER

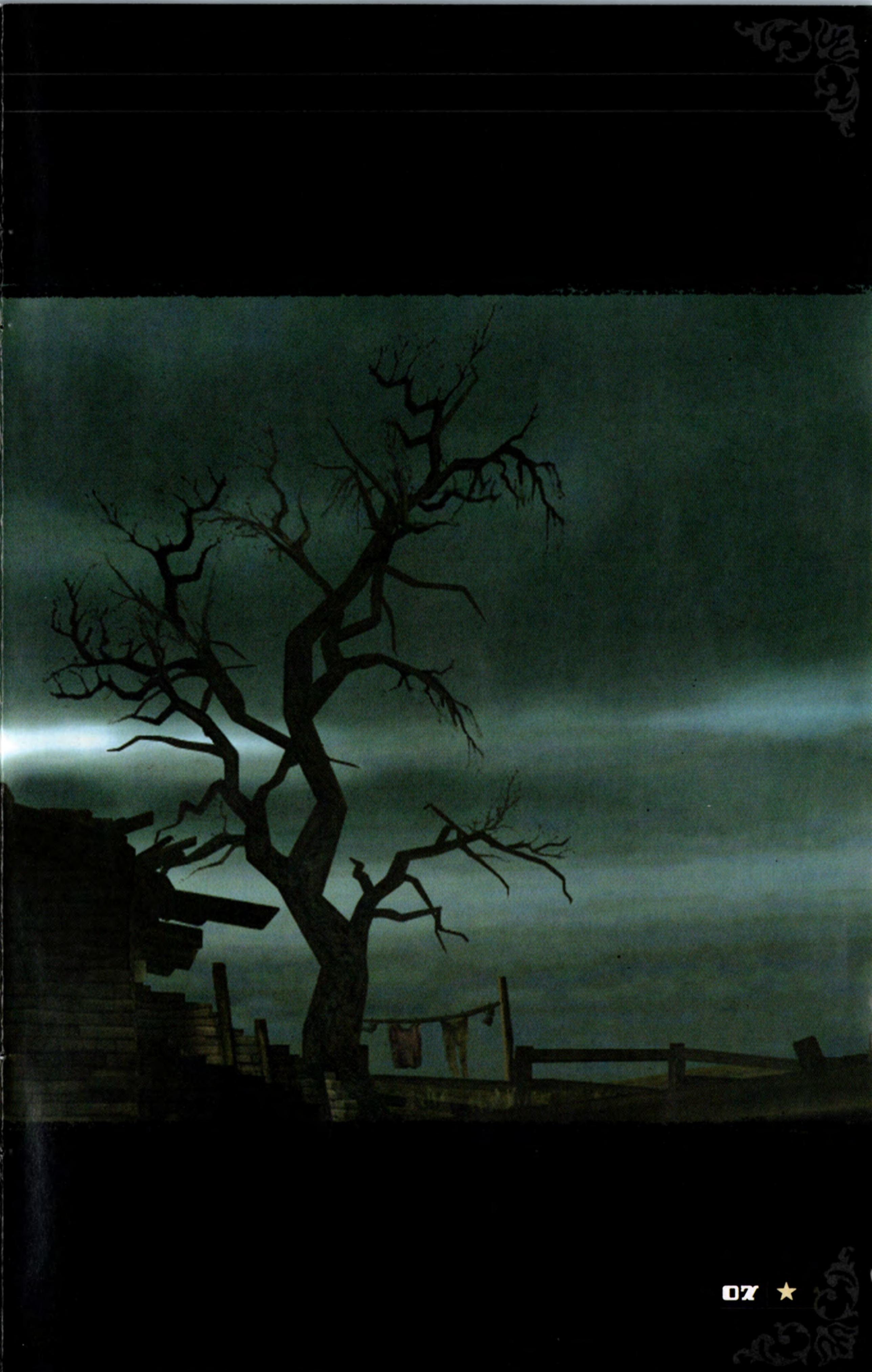


BULL'S EYE

A FATHER IS reunited with his wife and son, the three month expedition for gold has been a success. He greets his family bearing gifts and the news of their wealth. All their problems would soon be over, they will never endure hardships again.

The joyous reunion ends abruptly when renegades attack the homestead with a hail of bullets. The father and son's fight is valiant, but in vain. The son is the only one left alive as carnage and fire engulf what was once his home. His father's pistol lies in a bed of burning embers. Without thought he grabs the weapon and is overcome by the intense pain. The pistol drops to the ground and he opens his hand to reveal the mark of the pistol grip…the scorpion is seared into his flesh.




OZ ★

STORY MODE

BOUNTY HUNTER

YEARS HAVE PASSED since the tragic death of Red's parents. He is now a bounty hunter roaming the plains and towns in search of those responsible for the murder of his parents.

Red, along with his dog enters an adobe village where he finds a traveling merchant cowering under his wagon.

As the merchant recounts his story of the robbery, gunmen approach. Red immediately recognizes the men from the wanted poster he had seen a few towns back. He slowly unlatches the leather strap that secures the pistol in the holster...

UGLY STREET FIGHT

WITH A CART in tow, Red enters the town of Widows Patch to claim the bounty from the sheriff. A burlap blanket covers the contents in the wagon. Lifeless limbs protrude from the sides while flies dance above, leaving nothing to the imagination. The sheriff tells Red that the Ugly Gang has taken over the town and that he has nothing to offer. Out of the corner of his eye, Red sees a group of gunmen forming around Red's barking dog. A single shot rings out and the barking stops. Without hesitation, Red draws his pistol, ready for the confrontation.

The journey to uncover the truth and to reap vengeance on those responsible for the murder of your family is far from over. This hunt will lead you on a treacherous path filled with uncertainties and the perils of the untamed frontier. Unsavory and ruthless characters will emerge from all directions to confront your every step. You will answer every challenge and will not rest until justice is served.

DEAD EYE

LESS THAN TEN FEET AWAY IS THE ENEMY, YOUR EYES LOCK, SIGNIFYING A CHALLENGE TO THE DEATH. YOUR HEART POUNDS, ADRENALINE TAKES OVER, TUNNEL VISION SETS IN AND TIME COMES TO A NEAR HALT. EVERYTHING IS A BLUR, EXCEPT YOUR FOCUS ON THE TARGET. YOU HAVE

WHEN PLAYING AS RED, MULTIPLE TARGETING CAN BE ACHIEVED THROUGH A METHOD CALLED "DEAD EYE."

HOLD **L1** AND PRESS **R2** TO INITIATE "DEAD EYE."

QUICKPLAY

TO DRAW WEAPON HOLD DOWN **L1** AND FIRE WITH THE **R1**

PUSH △ **BUTTON** TO RELOAD

ENTERED A ZONE THAT'S ALL TOO FAMILIAR FOR A SEASONED GUNFIGHTER. THE ENEMY DRAWS HIS WEAPON, BUT YOU'RE QUICKER, HE DOESN'T STAND A CHANCE...THE GUN SMOKE DISSIPATES AND THE ONLY MAN LEFT STANDING IS YOU.

WHEN INITIATED, ALL MOVEMENTS WILL BE IN SLOW MOTION...USE THE **RIGHT ANALOG** STICK TO TARGET VARIOUS PARTS OF YOUR ENEMY'S BODY.

YOU CAN GET AS MANY LOCK-ONS AS YOU HAVE BULLETS IN YOUR WEAPON. PRESS **R1** TO FIRE.

PRESS THE **DIRECTIONAL BUTTON** (RIGHT OR LEFT) TO CHANGE WEAPONS OR **L2** FOR A QUICK SWITCH.

WHILE USING THE **LEFT ANALOG** STICK FOR DIRECTIONAL CONTROL, HOLD **L1** TO INITIATE THE STRAFE MANEUVER.

STORY MODE MENU

☞ DISPLAYS A SCREEN FOR A NEW GAME OPTION, CHANGE PLAYER, AND PLAYER OPTIONS.

☞ NEW GAME:
STARTS A NEW GAME SESSION

☞ CHANGE PLAYER:
STORE UP TO SIX GUNSLINGER PROFILES

☞ PLAYER OPTIONS:
TARGET MODE - HOLD OR TOGGLE
INVERT TARGETING - NORMAL OR INVERTED
DUEL TARGETING - NORMAL OR INVERTED
VIBRATION - ON OR OFF
X AXIS AND Y AXIS SENSITIVITY

PICTURE & SOUND MENU

☞ IN THE MAIN MENU PAGE PRESS ○ FOR PICTURE AND SOUND OPTIONS

☞ PICTURE OPTION:
ADJUST BRIGHTNESS SCALE
VERTICAL POSITION
HORIZONTAL POSITION
WIDE SCREEN OPTION

☞ SOUND OPTION:
AUDIO CONTROL
SFX VOLUME CONTROL
MUSIC VOLUME CONTROL

IN GAME PAUSE MENU

☞ DURING GAME PLAY PRESS THE START BUTTON FOR MENU OPTIONS.

☞ RETURN TO GAME:

RESUME YOUR GAME SESSION

☞ OPTIONS:

PLAYER OPTION

PICTURE OPTION

SOUND OPTION

☞ RESET LEVEL

☞ QUIT

MULTIPLAYER MENU

☞ TO NAVIGATE

USE THE LEFT ANALOG STICK TO MOVE THE CURSOR OVER THE CHARACTER. PRESS ✕ TO SELECT THAT CHARACTER. PRESS △ TO BACK OUT. ONCE THE CHARACTERS ARE SELECTED PRESS START TO ADVANCE TO THE LEVEL SELECT SCREEN.

THE GOODS

The money earned from bringing the enemies to justice can be used to purchase health, weapons and other goods such as a Poncho, Stethoscope, Infantry Hat, Ledger, and Shovel just to name a few.

THE JOURNAL

Purchasing the various goods will unlock pages in the JOURNAL. These pages will contain information on the different types of weapons, locales and characters. In addition, the purchase of various goods will unlock characters and environments in the multiplayer mode (see pg. 28).

THE BOUNTY

Being a bounty hunter is a job like any other in the Wild West. And as with all jobs, money is rewarded to those who complete their task. Keep in mind the following dollar allocation when confronting an outlaw.....

.....

.....

.....$8 HEADSHOT

.....

.....$6 ARMS

.....

.....$4 LEGS.....

.....

.....

.....

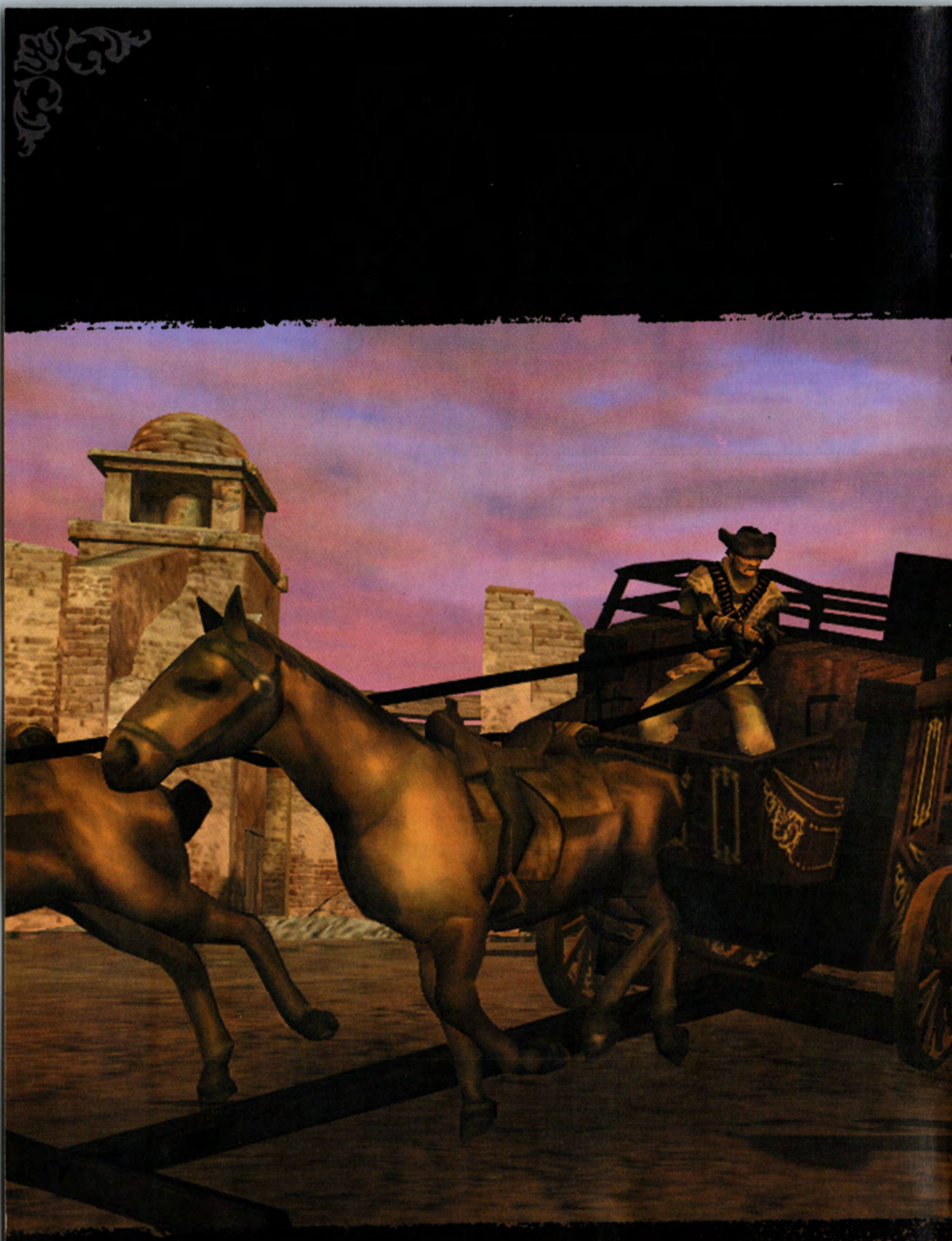
$2 CHEST.....

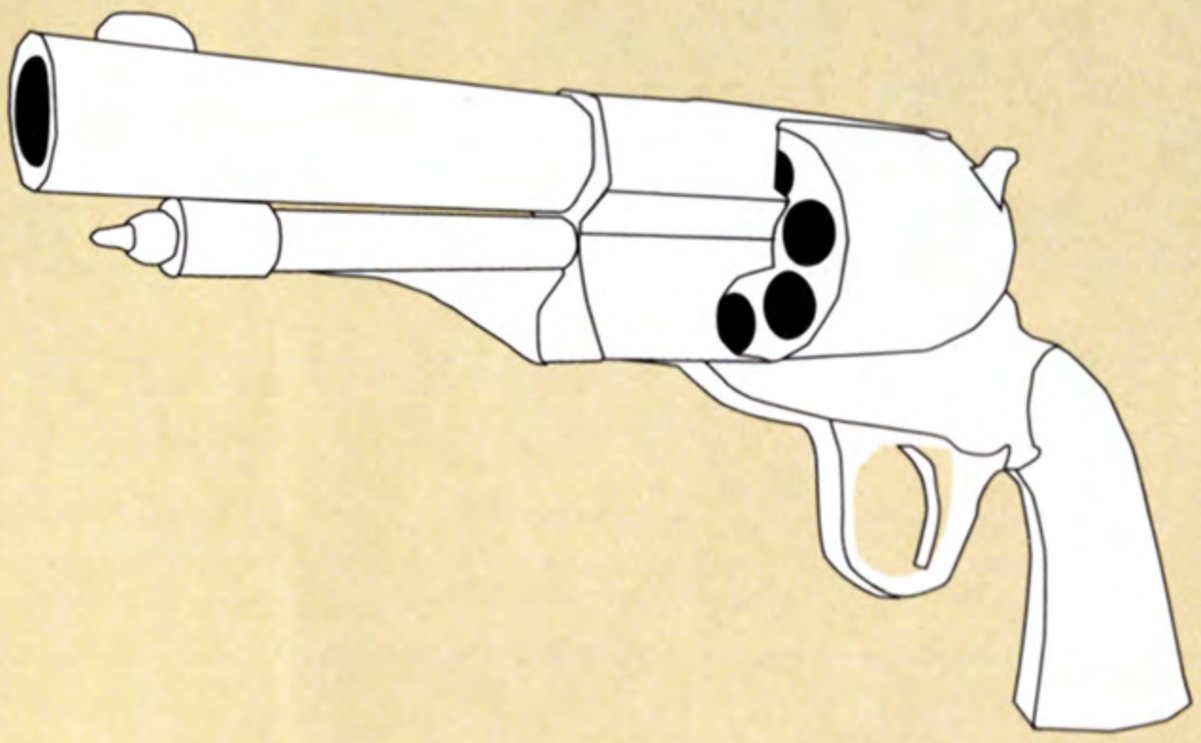
.....

.....

.....These dollar amounts will accumulate and multiply when enemies are killed consecutively.

.....Thus, if $25 is earned from killing one enemy and then another is killed (within a short span of time), the total dollar amount will be multiplied by 2 (2 X $25 etc...). As more consecutive kills are recorded the money earned gets greater. There are only a few seconds that can pass between kills so speed is essential.

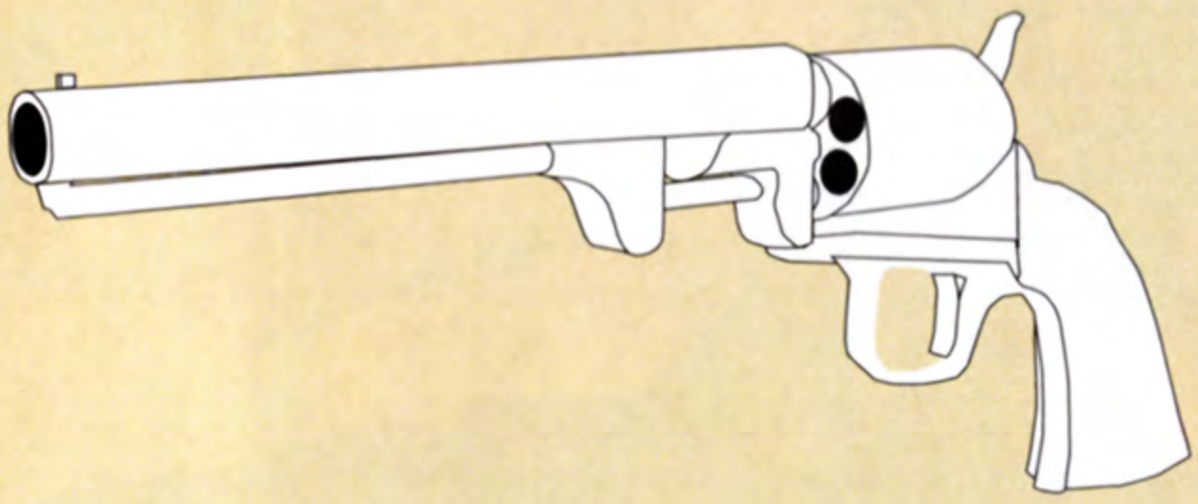




PISTOLS

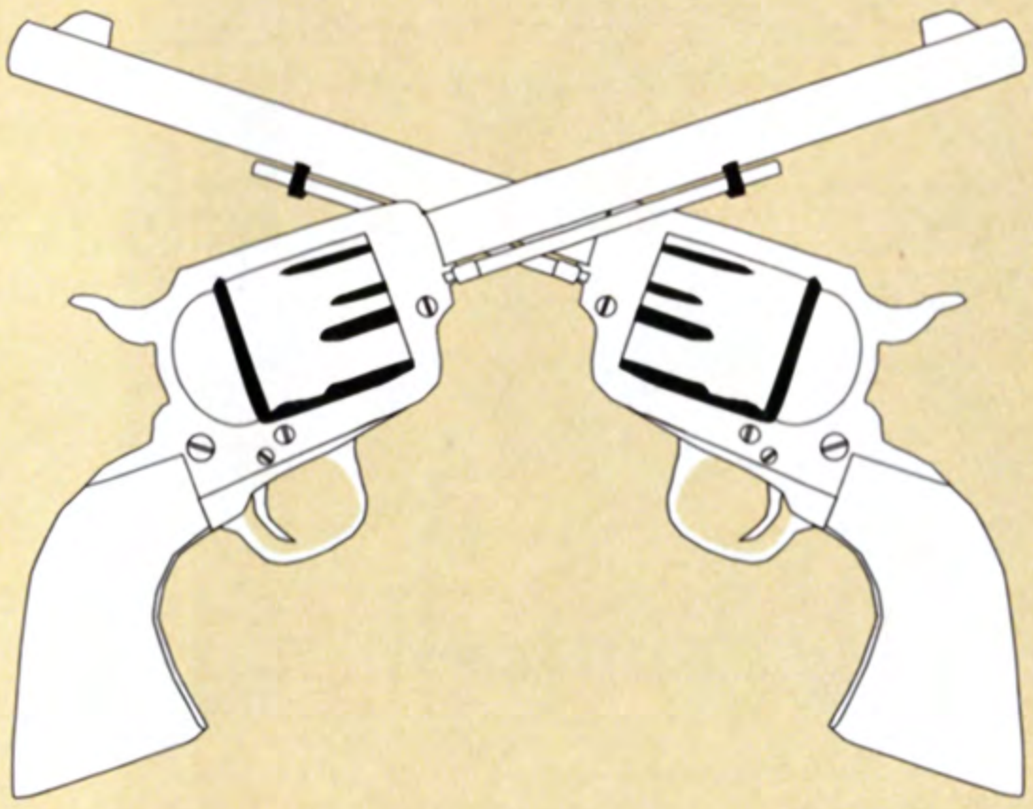
OLD PISTOL

.....This is the pistol adopted by the U.S. Army in 1875. This particular model takes a .45 caliber. In the hands of a proficient gunner, this weapon can be fired 18 times in 1.5 minutes. The muzzle velocity of this pistol is about 810 ft per second.



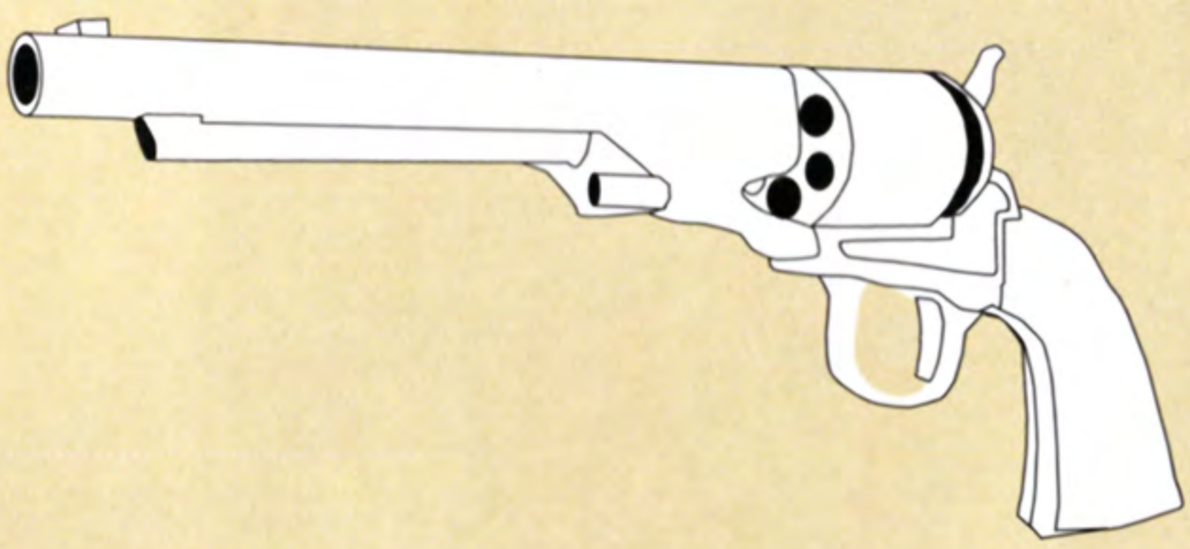
PACIFICADOR

.....This is the Mexican Army's modified version of the U.S. Army's .45 pistol. The elongated and grooved barrel increases the velocity of this gun. Diego's men are armed with the Pacificador.



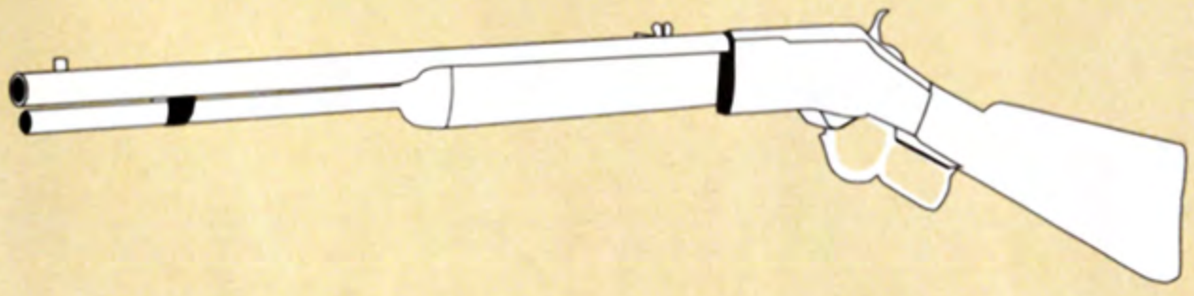
TWIN REVOLVERS

.....The most popular weapon in the West, the U.S. Calvary uses these weapons throughout their raids into the Southern territories.



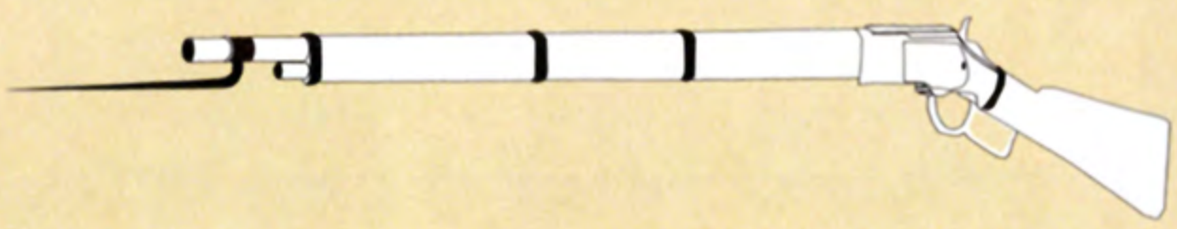
SCORPION GUN

.....The 8-inch barrel gave this pistol an enormous stopping power with great accuracy. The specially designed grooves in the barrel along with lengthened .44 cartridge ammunition makes this weapon a formidable part of one's arsenal.



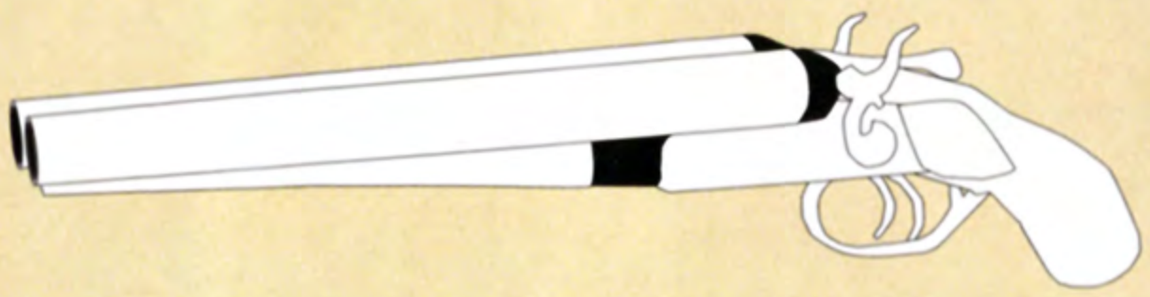
RIFLES
OWL RIFLE

.....
.....
.....The owl rifle is one of the most powerful rifles in the West, this repeater uses a .56 caliber bullet. Accuracy of this rifle is viable up to 500 yards.



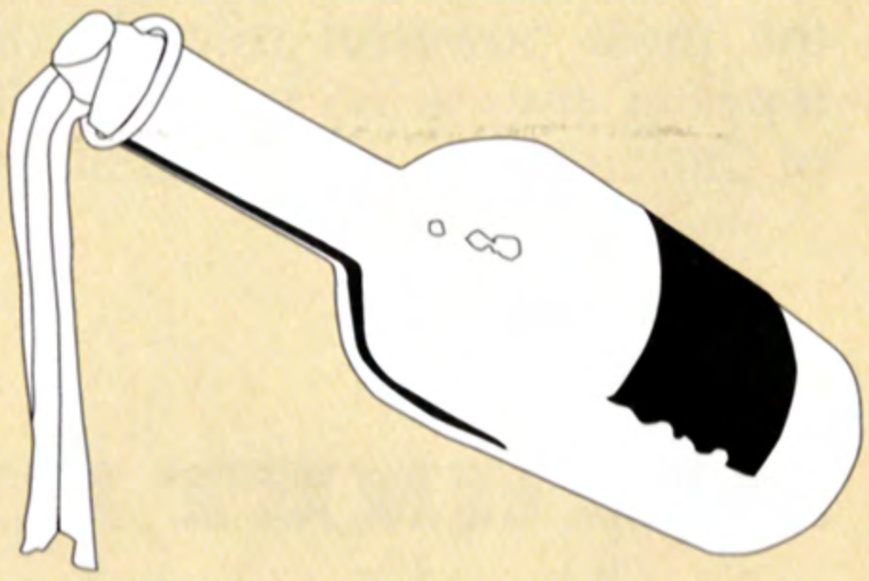
BAYONET RIFLE

.....
.....This 1873 repeater rifle is the most popular rifle in the West. This model can hold 7 .44 caliber cartridges. The bayonet greatly impedes the accuracy of this weapon. However in close quarter combat situations, this bayonet attachment proves its worth.



SAWED OFF SHOTGUN

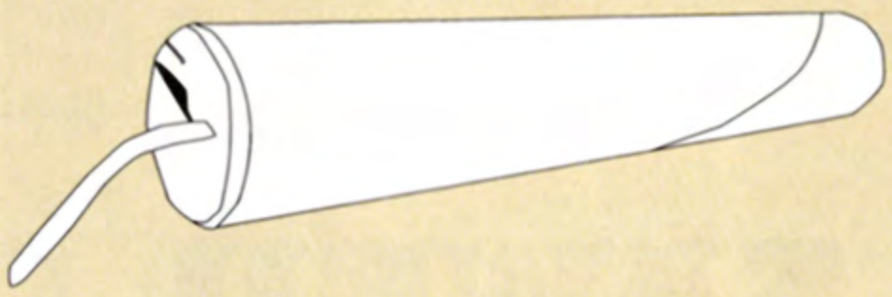
.....
.....This modified version of the 12-gauge shotgun has its barrels shortened, increasing the blast radius and power. The shot shells are filled with lead pellets that are shot out at a velocity of 1300 feet per second. This is the preferred weapon of outlaws; and it's almost as deadly as the men holding them.



OTHER WEAPONS

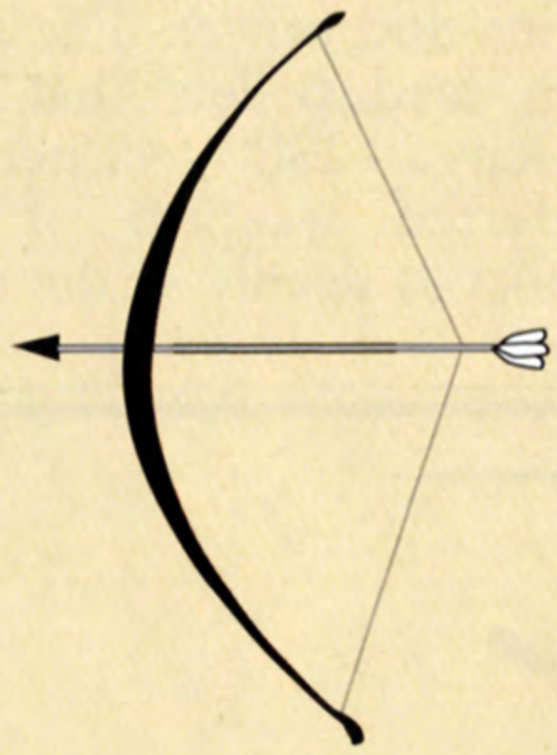
FIRE BOTTLE

.....Make-shift weapon composed of a glass bottle filled with lamp oil and a cloth fuse.



DYNAMITE

.....Plentiful during the gold rush era, this is the weapon of choice for bank and train robbers.



BOW AND ARROW

.....The traditional weapon of the Nakawa Tribe, it is accurate, lethal and silent. The arrowheads are made of either bone or flint rocks.

DEAD EYE MOVES

**TO INITIATE,
HOLD L1 BUTTON
& THEN
PRESS R2 BUTTON**

DRAWING

4 PHASES TO A DUEL

1 .....GRABBING
2 .....DRAWING
3 .....LOCKING
4.....FIRING

1.....GRABBING THE GUN

.....Press back on the right analog stick to grab. (The closer the hand the faster the grab.)

2.....DRAWING

Press forward on the right analog stick to draw. (For a faster draw press forward as the hand clutches the gun) Once you've drawn your weapon, the game will move into slow motion.

3.....LOCKING

.....Use the right analog stick to move your cross hairs over each enemy. As the target indicator hovers over a body part, it will cycle between the following shot types: **POOR SHOT (YELLOW). HIT (DARK RED). CRITICAL HIT (BRIGHT RED) TAP R1 TO LOCK IN EACH SHOT. YOU CAN GET AS MANY LOCKS AS YOU HAVE BULLETS IN THE WEAPON.**

4.....FIRING

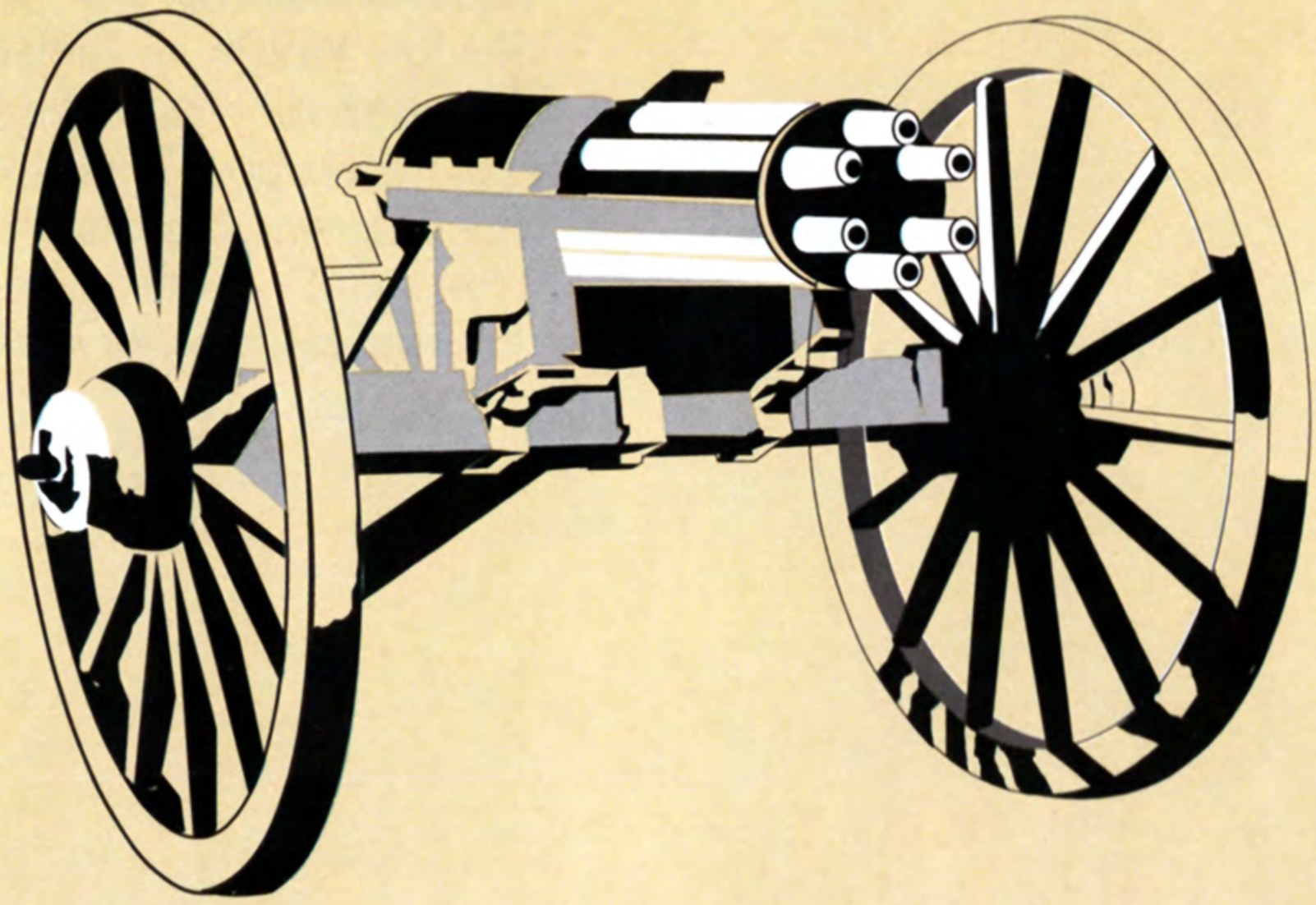
.....Pressing R2 at any time will end the slow motion phase, and fire at any locks. Red will fire if R1 is pressed after all locks have been initiated or if the slow motion phase times out. The left analog stick will allow switching to different targets when engaging multiple characters in the multiplayer version of dueling "Showdown." **THE LEFT ANALOG STICK IS NOT USED TO TARGET MULTIPLE ENEMIES IN THE SINGLE PLAYER GAME.**

SHOOTING FROM COVER.....At times, when pinned down by thousands of rounds, it's a safer bet to use cover when returning fire. To execute this move, face the object or structure and press the □ button. The weapon will be drawn while bracing the object or structure. Simply move to the edge and press L1 and the RIGHT ANALOG STICK to guide the cross hairs to the target and R1 to fire.

HORSE BACK.....To mount the horse (or other animal), approach the animal and press the □ button. To jump over obstacles while on horseback press the ✕ button. To stop the horse, simply pull back on the LEFT ANALOG STICK.

INTERACTION WITH OTHER CHARACTERS.....For interaction and conversation with other characters in the game, simply walk up and press the □ button.

HEAVY FIREPOWER.....When the situation arises and it calls for heavy firepower, commandeer a GATLING GUN. To do this approach the weapon and press the □ button.



THE CAST

GENERAL DIEGO

A triumphant leader during the short border wars with the U.S. Diego was long ago relieved of his duties with the Mexican government; he is now the leader of a renegade/mercenary army. It is rumored that Diego's army numbers in the thousands. His men are well equipped and he even has an armored train at his disposal. The U.S. Army is seeking his capture and the "disbanding" of his army.

PIG JOSH

A demolition expert during the Civil War, Pig Josh joined a traveling circus after the war. He travels from town to town along with his "troupe" demonstrating his talent with dynamite.

SHADOW WOLF

Shadow Wolf is an Indian scout from the same tribe as Falling Star, Red's mother. Shadow Wolf, like Red, must face his own challenges in the Wild West and either find his place amongst his tribe, or outside it.

BAD BESSIE

A former madam in the town of Brimstone, Bad Bessie is a true firebrand wicked enough to command the respect of her gang. Her weapon of choice is a bullwhip, which she handles with great expertise.

JACK SWIFT

Jack Swift is an English gentleman and gunfighter who heads out West to join Professor Perry's circus as a sharpshooter.

UGLY CHRIS

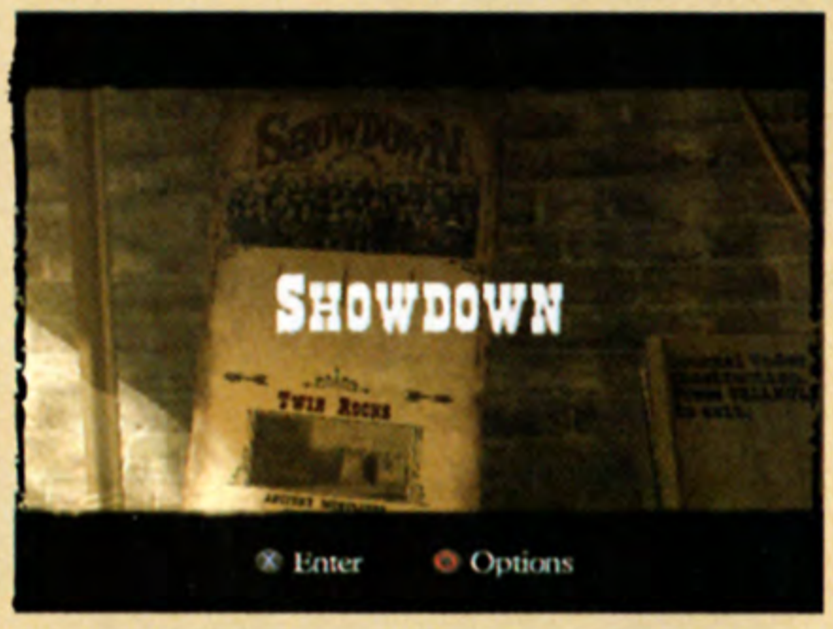
Not much is known about the leader of the Ugly Gang. One of the most ruthless men in the West, his gang is known to invade towns with weak lawmen and plunder whatever is of value.

THERE ARE 3 TYPES OF MULTIPLAYER MODES.....

1.....BOUNTY HUNTER Prove your worth as a bounty hunter of the untamed West. Are you up for the challenge? The first one to collect the bounty limit wins.

2.....SUNDOWN In the Wild West two things wield the most power, the gun and the dollar. Combining the two will motivate even the most novice gunslinger to try his luck. The rules are simple...the contestant with the most money when time runs out wins.

3.....HIGH NOON There's only one way for a gunfighter to test his skills...the draw. All that stands between you and the challenger is thirty yards and the quickest hand...who's the fastest? You'll find out at the strike of twelve.



2 CARD GAMES

STUD :

A FAST & FRANTIC RACE TO COLLECT THE 5TH CARD

THE PLAYER TO COLLECT THE 5TH CARD WINS THE HAND

EACH HAND AWARDS A SPECIAL POWER-UP

BOUNTIES GO TO THOSE WHO "COLLECT" THEM.

TEXAS HOLD 'EM :

POKER WITH BULLETS

EACH PLAYER IS DEALT 2 "HOLE CARDS"
(PRESS SELECT BUTTON TO PEEK AT CARDS)

ALL BOUNTIES GO IN THE POT
THE POT GOES TO THE PLAYER WITH THE BEST HAND ONCE THE 5TH CARD HAS BEEN COLLECTED.

CARD COLORS

GREEN CARDS.....REPLENISHES HEALTH

RED CARDS.....WEAPONS POWER UP

BLUE CARDS.....GIVES WEAPONS

YELLOW CARDS.....BOOST FOCUS

SHOOTING THE CARDS WILL CAUSE THEM TO EXPLODE

THREE TO FOUR PLAYER PLAY AVAILABLE VIA MULTITAP

THE USER CAN SELECT FROM 4 TEAMS AND ANY COMBINATION OF A.I. OR HUMAN PLAYERS (UP TO 4). TEAM COLORS ARE RED, WHITE, BLUE AND YELLOW.

BOUNTY HUNTER

Complete the story mode of Red Dead Revolver and the Bounty Hunter mode will unlock. In this mode, the player must complete the level while being timed or accomplishing the given objectives.

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GRINGOS A CABALLO AND BLOODY SUNSET

FROM SETTE DOLLARI SUL ROSSO

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SUSPENCE AL VILLAGGIO, L'ASSULTO DI SANTANA, AND JOHNNY SULLA CROCE

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PISTOLEROS IN AGGUATO
FROM UN DOLLARO BUCATO
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FROM ANDA MUCHACO SPARA!
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FROM DJANGO SPARA PER PRIMO
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PER SALVARSI
FROM LOS AMIGOS
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FROM UN DOLLARO TRA I DENTI
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FROM CORRI UOMO CORRI
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UMOR GIALLO
FROM STARK SYSTEM
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FROM IL PREZZO DEL POTERE
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T.15 AND T.19
FROM L'ULTIMO MERCENARIO
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FROM SUOR OMICIDI
(Composed by A Alessandroni)
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FROM BUON FUNERALE AMIGOS..PAGA SARTANA
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FROM PREGA IL MORTO E AMMAZZA IL VIVO
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